Equipment of the game

* [Basketball](http://en.wikipedia.org/wiki/Basketball_(ball)) – inflated ball used in the game of basketball. Basketballs typically range in size from very small promotional items possibly only a few inches in diameter to extra large balls nearly a foot in diameter used in training exercises to increase the skill of players. The standard size of a basketball in the NBA is 29.5 inches in circumference.
  + Rock – the ball
* [Basketball court](http://en.wikipedia.org/wiki/Basketball_court) – the playing surface, consisting of a rectangular floor with baskets at either end. In professional or organized basketball, especially when played indoors, it is usually made out of a hardwood, often maple, and highly polished.
  + Backcourt – (1) The half of the court a team is defending. The opposite of the frontcourt. (2) A team's guards.
  + Ball side – The half of the court (divided lengthwise) that the ball is on. Also called the "strong side." The opposite of the help side.
  + Baseline – The line that marks the playing boundary at either end of the court. Also called the "end line."
  + Block – The small painted square on the floor next to the basket just outside the lane.
  + Downtown – Well outside the [three-point line](http://en.wikipedia.org/wiki/Three-point_field_goal).
  + [Key](http://en.wikipedia.org/wiki/Key_(basketball)) – The free-throw lane and free-throw circle together (originally, the lane was narrower than the circle's diameter, giving the area the appearance of a [skeleton key](http://en.wikipedia.org/wiki/Skeleton_key) hole)
  + Lane – The free-throw lane.
  + [Three-point line](http://en.wikipedia.org/wiki/3_point_line) – the line that separates the two-point area from the three-point area; any shot converted beyond this line counts as three points. The distance to the three-point line from the center of the basket varies by league:
    - NCAA (women)  – 19.75 feet (6.02 m)
    - High school – 19.75 feet (6.02 m)
    - International — 20.5 feet (6.2 m)
    - WNBA  – 20.5 feet (6.2 m)
    - NCAA (men) – 20.75 feet (6.32 m)
    - NBA – 22 feet (6.7 m) to 23.75 feet (7.24 m)
* Bench – (1) Substitutes sitting on the sideline, (2) The bench or chairs they sit on.
* [Backboard](http://en.wikipedia.org/wiki/Backboard_(basketball)) – The rectangular platform to which the basket is attached, and measure 6 feet (182.9 cm) by 3.5 feet (106.7 cm). There is a backboard at each end of the court.
* [Basket](http://en.wikipedia.org/w/index.php?title=Basket_(basketball)&action=edit&redlink=1) – steel rim 18 inches (45.7 cm) in diameter with an attached net affixed to a backboard. There is a basket at each end of the court.
  + [Breakaway rim](http://en.wikipedia.org/wiki/Breakaway_rim) – hoop that can bend slightly when a player dunks a basketball, and then instantly snap back into its original shape when the player releases it. It allows players to dunk the ball without [shattering the backboard](http://en.wikipedia.org/wiki/Shattering_the_backboard), and it reduces the possibility of wrist injuries.
  + Hoop - another name for "basket".
* [Shot clock](http://en.wikipedia.org/wiki/Shot_clock) – A timer designed to increase the pace (and subsequently, the score) by requiring the ball to either touch the rim or enter the basket before the timer expires, resulting in a loss of possession. The time limit is 10 seconds in FIBA 33; 24 in FIBA (fullcourt), NBA, and WNBA; 30 in NCAA women's play; and 35 in NCAA men's play. See also airball.

[[edit](http://en.wikipedia.org/w/index.php?title=Outline_of_basketball&action=edit&section=3)]Clothing

* [Basketball sleeve](http://en.wikipedia.org/wiki/Basketball_sleeve) – an accessory similar to a wristband, made out of nylon and spandex, which extends from the biceps to the wrist.
* [Finger sleeve](http://en.wikipedia.org/wiki/Finger_sleeve) – an accessory that enhances the grip on the ball during a shot and prevents the ball from rolling or slipping to the top of the fingers
* Rules of the game
* [Jump ball](http://en.wikipedia.org/wiki/Jump_ball) – method used to begin or resume play in basketball. Two opposing players attempt to gain control of the ball after it is tossed up into the air in between them by an official.
* [Official](http://en.wikipedia.org/wiki/Official_(basketball)) – a person who has the responsibility to enforce the rules and maintain the order of the game. Also applies to the scorers and timekeepers, as well as other personnel who have an active role in maintaining the game.
* [Three-point field goal](http://en.wikipedia.org/wiki/Three-point_field_goal) – also known as a three-pointer, it is a field goal made from beyond the three-point line, a designated arc radiating from the basket. A successful attempt is worth three points, in contrast to the two points awarded for shots made inside the three-point line.
* [Three seconds rule](http://en.wikipedia.org/wiki/Three_seconds_rule) –

Infractions

Fouls

[Foul](http://en.wikipedia.org/wiki/Foul_(basketball)) – Violation of the rules other than a floor violation, generally when a player attempts to gain advantage by physical contact. Penalized by a change in possession or free-throw opportunities.

* Block – A violation in which a defender steps in front of a dribbler but is still moving when they collide. Also called a "blocking foul."
* Charge – A violation in which one player makes illegal contact with another player who has an established position. Also called a "charging foul."
* [Flagrant foul](http://en.wikipedia.org/wiki/Flagrant_foul) – An unsportsmanlike foul in which there is no serious attempt to play the ball.
* [Personal foul](http://en.wikipedia.org/wiki/Personal_foul_(basketball)) – a breach of the rules that concerns illegal personal contact with an opponent. It is the most common type of foul in basketball. Due to the nature of the game, personal fouls occur on occasion and are not always regarded as unsportsmanlike. However, a contact foul involving excessive or unjustified contact is classed as an unsportsmanlike foul (or in the NBA, flagrant foul).
* Offensive foul – A foul committed by a member of the team playing offense.
* [Technical foul](http://en.wikipedia.org/wiki/Technical_foul) – A foul assessed for unsportsmanlike non-contact behavior and for some procedural violations (for example, having too many players on the floor or calling timeout when none remain). Penalized by loss of possession after a free throw which may be taken by any member of the opposing team. Frequently abbreviated as "technical" or "T."
* [Unsportsmanlike conduct](http://en.wikipedia.org/wiki/Unsportsmanlike_conduct) – acting inappropriately or unprofessionally, such as fighting, verbal abuse, profanity, and flagrant fouls. An offender's team can be penalized by free throws being awarded to the other team followed by loss of possession, and upon repeated transgressions an offender can be ejected from the game.

Violations

[Violation](http://en.wikipedia.org/wiki/Basketball#Violations)  – An infraction of the rules other than a foul, such as traveling or a three-second violation.

* 24-second violation – (NBA, WNBA, FIBA) a [shot-clock](http://en.wikipedia.org/wiki/Shot_clock) violation.
* [Basket interference](http://en.wikipedia.org/wiki/Basket_interference) – violation involving any of the following:[[2]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-1)[[3]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-2)

1. touching the ball or any part of the basket while the ball is on the rim of the basket or within the cylinder extending upwards from the rim
2. reaching up through the basket from below and touching the ball, be it inside or outside the cylinder
3. pulling down on the rim of the basket so that it contacts the ball before returning to its original position.

* [Carrying](http://en.wikipedia.org/wiki/Carrying_(basketball)) – when a player momentarily stops dribbling, with the ball in one or both hands, and then resumes dribbling.
* [Double dribble](http://en.wikipedia.org/wiki/Double_dribble) – Either of the following acts results in a loss of possession:

1. To dribble the ball with two hands at the same time
2. To dribble, stop, and then begin to dribble again

* Backcourt violation –

1. Touching the ball in the backcourt after it has entered the frontcourt and was not last touched by the other team.
2. Failure to bring the ball from the backcourt into the frontcourt within the allotted time of 8 seconds in the NBA (previously 10) and 10 seconds elsewhere, except in NCAA women's play, where this violation does not exist.

* [Five-second rule](http://en.wikipedia.org/wiki/Five-second_rule_(basketball)) – Also called the five-second violation, is a rule that helps promote continuous play. The situations in which a five-second violation may occur are:
  + Five-second throw-in violation – a team attempting a throw-in has a total of five seconds to release the ball towards the court.[[4]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-3)
    - Start of throw in count: When the basketball is at the disposal of the throw in team (usually bounced or handed to the throw in team by the [official](http://en.wikipedia.org/wiki/Official_(Basketball))).
    - Penalty = Loss of ball: A throw-in is awarded to the opponent at the previous throw in spot.
  + Five-second closely guarded violation – When a player with the ball is [guarded closely](http://en.wikipedia.org/wiki/Five-second_rule_(basketball)#Five-second_closely_guarded_violation) for five seconds.
    - Penalty = Loss of ball: The opposing team gets to throw-in the ball from the out-of-bounds spot nearest the violation.
  + Five-second back to the basket violation (NBA only) –
    - Penalty = Loss of ball: The opponent is awarded the ball at the free throw line extended.
  + Five-second free throw violation – Under FIBA rules, a free throw shooter must throw the ball towards the hoop within five seconds after an official places it at his disposal.[[5]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-4)
    - Penalty = Lose the shot and possible loss of ball: A successful shot does not count. The ball is awarded to the opponent at the free throw line unless another free throw or a possession penalty is to follow.[[6]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-5)
* [Goaltending](http://en.wikipedia.org/wiki/Goaltending) – the violation of interfering with the ball when it is on its way to the basket and it is (a) in its downward flight, (b) entirely above the rim and has the possibility of entering the basket, and (c) not touching the rim.[[7]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-highschool-6)[[8]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-7)[[9]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-8)
* Over-and-back – See backcourt violation (1)
* [Three seconds rule](http://en.wikipedia.org/wiki/Three_seconds_rule) – requires that a player shall not remain in the opponents' restricted area for more than three consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.[[10]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-FIBA2006Rules-9)
* [Traveling](http://en.wikipedia.org/wiki/Traveling_(basketball)) – To move one's pivot foot illegally or to fall to the floor without maintaining a pivot foot (exact rules vary).

Penalties and bonuses

Penalties – For infractions of the rules, a team is penalized by bonuses being rewarded to the opposing team.

* And one – The free throw awarded to a shooter who is fouled while scoring.
* [Bonus](http://en.wikipedia.org/wiki/Bonus_(basketball)) – under NCAA and NFHS rules, a team is "in the bonus" when its opponent has seven, eight or nine team fouls in a half and so gains a one and one opportunity on each non-shooting foul. The opposing team is "over the limit." See also double bonus and penalty.
* Double bonus – (NCAA and NFHS) when a team accumulates 10 or more fouls in a half, the other team is "in the double bonus", earning two free throws on each subsequent non-shooting foul by the defense. See also bonus and penalty.
* [Free throw](http://en.wikipedia.org/wiki/Free_throw) – a bonus awarded upon being fouled by a member of the opposing team, in which a player gets to stand at the free throw line unopposed and attempt to make a basket while everyone else is required to stand aside until the shot is over. In cases where more than one free throw is awarded, the other players must wait until after the last shot is executed before play resumes.
* [Penalty](http://en.wikipedia.org/wiki/Bonus_(basketball)) – once a team reaches a set number of team fouls in a playing period, varying by governing body, the fouled team gets free throws instead of possession of the ball. The fouling team is "over the limit." See also bonus and double bonus.
* One-and-one – (NCAA and NFHS) A free-throw attempt which, if made, allows the player a second free-throw attempt. See also bonus.
* [Turnover](http://en.wikipedia.org/wiki/Turnover_(basketball)) – A loss of possession.

[[edit](http://en.wikipedia.org/w/index.php?title=Outline_of_basketball&action=edit&section=9)]Game play

[[edit](http://en.wikipedia.org/w/index.php?title=Outline_of_basketball&action=edit&section=10)]Participants

[[edit](http://en.wikipedia.org/w/index.php?title=Outline_of_basketball&action=edit&section=11)]Players

* [Ball hog](http://en.wikipedia.org/wiki/Ball_hog) – A player who does not pass the ball
* Bricklayer – One who repeatedly shoots bricks.
* [Sixth man](http://en.wikipedia.org/wiki/Sixth_man) (or sixth woman) – A player who does not start, but is generally the first person off the bench, and often has statistics comparable to those of starters.

Positions

[Basketball position](http://en.wikipedia.org/wiki/Basketball_position) – general location on the court which each player is responsible for. A player is generally described by the position (or positions) he or she plays, though the rules do not specify any positions. Positions are part of the strategy that has evolved for playing the game, and terminology for describing game play.

Primary positions

* Backcourt positions:
  + Guard – One of the three standard player positions. Today, guards are typically classified in two broad categories:
    - [guard](http://en.wikipedia.org/wiki/Guard) – has strong ballhandling and passing skills and is typically used to run the offense.
    - [guard](http://en.wikipedia.org/wiki/Guard) – as the name implies, are generally the team's best shooters, and are very often the leading scorers on their teams.
* Frontcourt positions:
  + [Center](http://en.wikipedia.org/wiki/Center_(basketball)) – One of the three standard player positions. Centers are generally the tallest players on the floor, responsible mainly for scoring, rebounding, and defense near the basket.
    - Pivot – Another name for center
  + Forward – One of the three standard player positions. Forwards are primarily responsible for scoring and rebounding.
    - [forward](http://en.wikipedia.org/wiki/Forward_(basketball)) – positions that plays a role similar to that of center in what is called the "post" or "low blocks". Power forwards typically play offensively with their backs to the basket and position themselves defensively under the basket in a zone defense or against the opposing power forward in man-to-man defense.
    - [forward](http://en.wikipedia.org/wiki/Forward) –

Tweeners

[Tweener](http://en.wikipedia.org/wiki/Tweener_(basketball)) – a player who is able to play two positions, but is not ideally suited to play either position exclusively, so he/she is said to be in between. A tweener has a set of skills that do not match the traditional position of his physical stature. Tweeners include:

* [Combo guard](http://en.wikipedia.org/wiki/Combo_guard) – Combines the features of both point guard and shooting guard.
* [Cornerman](http://en.wikipedia.org/wiki/Cornerman_(basketball))  – A player capable of playing either forward position.
* [Forward-center](http://en.wikipedia.org/wiki/Forward-center) – position for players who play or have played both forward and center on a consistent basis. Typically, this means power forward and center, since these are usually the two biggest player positions on any basketball team, and therefore more often overlap each other.
* [Point forward](http://en.wikipedia.org/wiki/Point_forward) – A forward with strong ballhandling and passing skills who can be called on to direct the team's offense.
* [Swingman](http://en.wikipedia.org/wiki/Swingman) – A player capable of playing either shooting guard or small forward.

Coaches

[Coach](http://en.wikipedia.org/wiki/Coach) –

* [Basketball coach](http://en.wikipedia.org/wiki/Coach_(basketball)) –

[[edit](http://en.wikipedia.org/w/index.php?title=Outline_of_basketball&action=edit&section=16)]Strategy

* [Princeton offense](http://en.wikipedia.org/wiki/Princeton_offense) – an offensive strategy which emphasizes constant motion, passing, back-door [cuts](http://en.wiktionary.org/wiki/cut#Verb), and disciplined teamwork. It was used and perfected at [Princeton University](http://en.wikipedia.org/wiki/Princeton_University) by [Pete Carril](http://en.wikipedia.org/wiki/Pete_Carril), though its roots may be traced back to [Franklin “Cappy” Cappon](http://en.wikipedia.org/wiki/Franklin_Cappon), who coached [Princeton Tigers men's basketball](http://en.wikipedia.org/wiki/Princeton_Tigers_men%27s_basketball) in the late 1930s.
* [1-3-1 defense/offense](http://en.wikipedia.org/wiki/1-3-1_defense/offense) –
* [Box-and-one defense](http://en.wikipedia.org/wiki/Box-and-one_defense) – A combination defense in which four defenders play zone in a box formation and the fifth defender guards one player man-to-man.
* [Continuity offense](http://en.wikipedia.org/wiki/Continuity_offense) – pattern of movement, cuts, screens and passes that eventually leads back to the starting formation, and repeats.
  + [Flex offense](http://en.wikipedia.org/wiki/Flex_offense) –
  + [Shuffle offense](http://en.wikipedia.org/wiki/Shuffle_offense) –
* [Hack-a-Shaq](http://en.wikipedia.org/wiki/Hack-a-Shaq) – The strategy of intentionally and repeatedly committing a personal foul against a player who shoots free throws poorly. "Shaq" refers to [Shaquille O'Neal](http://en.wikipedia.org/wiki/Shaquille_O%27Neal).
* [Jordan Rules](http://en.wikipedia.org/wiki/Jordan_Rules) –
* [Man-to-man defense](http://en.wikipedia.org/wiki/Man-to-man_defense) – A defense in which each player guards a single opposing player. See also zone defense.
* [Motion offense](http://en.wikipedia.org/wiki/Motion_offense) – Category of offense involving a series of cuts and screens to create the best possible shot, with most or all offensive players moving simultaneously.
* [Nellie ball](http://en.wikipedia.org/wiki/Nellie_ball) – a fast-paced offense relying on smaller, more athletic players who can outrun their opponents and make more three-point attempts. Developed by [NBA](http://en.wikipedia.org/wiki/National_Basketball_Association) head coach [Don Nelson](http://en.wikipedia.org/wiki/Don_Nelson).[[11]](http://en.wikipedia.org/wiki/Outline_of_basketball#cite_note-10)This offense is most effective against teams that do not have the athleticism or shooting ability to keep up with the fast pace.
* [Run and gun](http://en.wikipedia.org/wiki/Run_and_gun_(basketball)) – combined offense and defense in which the team applies constant full-court pressure, while moving the ball forward as quickly as possible and taking the first available shot, often a three-pointer.
* [Shuffle offense](http://en.wikipedia.org/wiki/Shuffle_offense) –
* [Small Ball](http://en.wikipedia.org/wiki/Small_Ball_(basketball)) –
* [Triangle offense](http://en.wikipedia.org/wiki/Triangle_offense) – An offensive strategy with the goal of exchanging three (sometimes all five) positions, creating spacing among players and allowing each one to pass to four teammates.
* [Triangle and Two Defense](http://en.wikipedia.org/wiki/Triangle_and_Two_Defense) – hybrid between a man-to-man defense in which each defensive player is responsible for marking a player on the other team, and a zone defense in which each defensive player is responsible for guarding an area of the court.
* [UCLA High Post Offense](http://en.wikipedia.org/wiki/UCLA_High_Post_Offense) –
* [Zone defense](http://en.wikipedia.org/wiki/Zone_defense#Zone_defense_in_basketball) –
  + [2-3 Zone Defense](http://en.wikipedia.org/wiki/2-3_Zone_Defense) –

Plays

* Backdoor cut – offensive play in which a player on the perimeter steps away from the basket, drawing the defender along, then suddenly cuts to the basket behind the defender for a pass. The opposite of a V cut.
* [Back screen](http://en.wikipedia.org/wiki/Back_screen) – offensive play in which a player comes from the low post to set a screen for a player on the perimeter.
* Ball screen – offensive play in which a player sets a screen on the defender guarding the player with the ball.
* Baseline out-of-bounds plays – the play used to return the ball to the court from outside the baseline along the opponent's basket.
* [Box set](http://en.wikipedia.org/wiki/Box_set) – a formation in which four players align themselves as the four corners of a box. Often used for baseline out-of-bounds plays.
* [Dribble drive motion](http://en.wikipedia.org/wiki/Dribble_drive_motion) – an offense that spreads the players to open up the lane for driving player to make a layup or kick out for a three pointer.
* [Fast break](http://en.wikipedia.org/wiki/Fast_break) – an offensive tactic, in which a team attempts to advance the ball and score as quickly as possible, giving the other team no time to defend effectively. Often the result of a steal or blocked shot.
  + [Fly fast break](http://en.wikipedia.org/wiki/Fly_fast_break) – after a shot is attempted, the player who is guarding the shooter does not [box out](http://en.wikipedia.org/wiki/Box_out) or [rebounds](http://en.wikipedia.org/wiki/Rebounds), but runs down the court looking for a pass from a rebounding team mate for a quick score.
* [Four-point play](http://en.wikipedia.org/wiki/Four-point_play) – rare play in which a player is fouled but completes a three point shot and then makes the resulting free throw.
* Half court defense – portion of a team's defensive play conducted with both teams having established positions. See also transition defense.
* Half court offense – portion of a team's offensive play conducted with both teams having established positions. See also transition offense.
* [Memphis Attack](http://en.wikipedia.org/wiki/Memphis_Attack) – another name for [dribble drive motion](http://en.wikipedia.org/wiki/Dribble_drive_motion) the offense was popularized in the early 2000s at the [University of Memphis](http://en.wikipedia.org/wiki/Memphis_Tigers_basketball).
* [Pick and pop](http://en.wikipedia.org/wiki/Pick_and_pop) – offensive play that is a derivative of the classic pick and roll. Instead of rolling toward the basket, however, the player setting the pick moves to an open area of the court to receive a pass from the ballhandler and "pops" a jump shot.
* [Pick and roll](http://en.wikipedia.org/wiki/Pick_and_roll) –
* Three-point play

1. A play in which a shooter is fouled while making a two-point shot and then makes the resulting free throw. See also and one.
2. When a shooter is fouled while taking but missing a three-point shot and then makes all three free throws. This is rare.

* Transition defense – portion of a team's defensive play conducted when the other team has first gained possession and is moving up the court, before both teams have established positions. Includes defense against fast breaks. See also halfcourt defense.
* Transition offense – portion of a team's offensive play conducted when first obtaining possession from the other team and moving up the court, before both teams have established positions. Includes fast breaks. See also halfcourt offense.

Moves

[Basketball moves](http://en.wikipedia.org/wiki/Basketball_moves) – individual actions used by players in basketball to pass by defenders to gain access to the basket or to get a clean pass to a teammate.

* [Free throw](http://en.wikipedia.org/wiki/Free_throw) –
* Advance step – A step in which the defender's lead foot steps toward their man and the back foot slides forward.
* [Air ball](http://en.wikipedia.org/wiki/Air_ball) – An unblocked shot that fails to hit the rim or backboard. Does not reset the shot clock.
* Air pass – A pass that goes straight through the air to the receiver. See also bounce pass.
* [Alley oop](http://en.wikipedia.org/wiki/Alley_oop_(basketball)) – An offensive play in which a player throws the ball up near the basket to a teammate (or, more rarely, to himself) who jumps, catches the ball in mid air and immediately scores a basket, usually with a slam dunk.
* [Field goal](http://en.wikipedia.org/wiki/Field_goal_(basketball)) – A shot made from anywhere on the court, does not include free throws.
* Over the back – a foul committed by a player who tries to rebound the ball by pushing, moving or climbing on a player's back who is already in position to rebound the ball.
* [Rebound](http://en.wikipedia.org/wiki/Rebound_(basketball)) – To obtain the ball after a missed field goal attempt.

Blocking and footwork

* Banana cut – A wide, curving cut, as opposed to a cut that is a straight line.
* Basket cut – A cut toward the basket.
* Blindside screen – A screen set directly behind a defender where the player can't see it.
* [Block](http://en.wikipedia.org/wiki/Block_(basketball)) – To tip or deflect a shooter's shot, altering its flight so the shot misses.\* [Block out](http://en.wikipedia.org/wiki/Block_out) – To make contact with an opposing player to establish rebounding position between the player and the ball. Also called "box out."
* [Box out](http://en.wikipedia.org/wiki/Box_out) – See block out.
* Bump the cutter – To step in the way of a player who is trying to cut to the ball for a pass.
* [Dingle](http://en.wikipedia.org/wiki/Dingle) – A steal that leads quickly to a score.
* Rip a C – A motion used while chinning the ball to create space during a pivot between an offensive player and a defensive player. Pivot towards the defender and rips the ball in a C-shape away from the pressure to create a passing lane.
* [screen, set a screen](http://en.wikipedia.org/wiki/Screen_(sports)) – (v) To attempt to prevent a defender from guarding a teammate by standing in the defender's way. The screening player must remain stationary: a moving screen is an offensive foul. (n) The tactic of setting a screen. Also called a "pick".
* [Stutter step](http://en.wikipedia.org/wiki/Stutter_step) – a common warm-up drill where you shuffle and scuff your feet in a quick moving motion across a length of flooring. This warm-up is supposed to keep the players alert and help them prepare to defend players in a real game, since the stutter step is a smaller version of shuffling.

Dribbling

[Dribble](http://en.wikipedia.org/wiki/Dribbling) – to bounce the ball continuously. Required in order to take steps with the ball.

* Wraparound – In the wraparound, the ballhandler dribbles the ball behind his/her back, switching it to his/her other hand. This move can be used when the defender attempts a steal, allowing the ballhandler to begin moving forward as the defense moves in. A streetball move with the same name involves swinging the ball around the opponent's body.
* Spin move – In a spin move, the ballhandler spins his/her body to change the direction and put his body between the ball and the defender. The spin move can be used while dribbling (when it is also called a reverse pivot) or in a post position, where it is often used many times during a game. The move can also leave the ballhandler somewhat disoriented, or to be surprised by a defender after losing eye contact.
* Crossover dribble – In a crossover dribble, the ballhandler changes pace to confuse or freeze a defender. It is also used to put the defender off balance to make it easier for the player handling the ball to dribble past the defender. The move is often performed by street players. In the professional league, players like [Allen Iverson](http://en.wikipedia.org/wiki/Allen_Iverson), [Jason Williams](http://en.wikipedia.org/wiki/Jason_Williams_(basketball,_born_1975)), and [Tim Hardaway](http://en.wikipedia.org/wiki/Tim_Hardaway) were known to use this move in order to generate an easy layup or jump shot. This move is most effective in open-court situations, where it is easy to shake or "juke" the defender with a simple crossover. If done properly, the defender will be caught off guard, being unable to change directions. Sometimes, the defender falls down; this is called an ankle breaker.
* Behind-the-back dribble – A basic move in which the ballhandler simply bounces the ball behind the back to the opposite hand, but note that the ball is not intended to go around the body as in the basic 'wraparound'. This move is used to avoid an easy strip, to 'stall', or to 'pick'. It can be used to avoid an easy strip as an alternative to bouncing the ball in front of the dribbler for a tricky crossover. To stall means to overlook what can be set up on the court while still maintaining control over the ball. A pick is virtually the same as a stall but a pick is continuous, meaning that the ball is bounced back and forth behind the back; a pick may also be performed between the legs. The best choice of when to use this move would be in the case of a teammate's unavailability, to outrun a defender, or to drive the ball closer to the hoop due to the lack of space between the ballhandler and defender.

Passes

Pass – (v) To throw the ball to a teammate. (n) The act of passing.

* [Assist](http://en.wikipedia.org/wiki/Assist_(basketball)) – A pass to a teammate who scores a basket immediately or after one dribble.
* Ball fake – A sudden movement by the player with the ball intended to cause the defender to move in one direction, allowing the passer to pass in another direction. Also called "pass fake."
* Ball reversal – Passing of the ball from one side of the court to the other.
* Baseball pass – Also called the lance pass, this is a long pass in which the passer throws the ball with one hand, as if it were a baseball or a football. It is infrequently used, mainly to set up last-second plays off a baseline inbounding situation.
* Behind-the-back – Dealt to a target behind the passer's back. Usually done to confuse the defender, behind the back passes can either be bounced off the floor or passed directly to a teammate's chest. However, most behind-the-back passes are direct. [Earl Monroe](http://en.wikipedia.org/wiki/Earl_Monroe) was famous for this move. [Steve Nash](http://en.wikipedia.org/wiki/Steve_Nash) uses this move often, and [Chris Webber](http://en.wikipedia.org/wiki/Chris_Webber) is famed for using this move down [in the paint](http://en.wikipedia.org/w/index.php?title=In_the_paint&action=edit&redlink=1).
* Blind pass – Also known as a no-look pass, the blind pass is performed when a player looks in one direction but passes the ball to his target in another direction. Blind passes are risky and infrequently attempted, but when done correctly, can confuse the defense. The no-look pass has been popularized by players such as [Pete Maravich](http://en.wikipedia.org/wiki/Pete_Maravich), [Isiah Thomas](http://en.wikipedia.org/wiki/Isiah_Thomas" \o "Isiah Thomas), [Magic Johnson](http://en.wikipedia.org/wiki/Magic_Johnson), [Larry Bird](http://en.wikipedia.org/wiki/Larry_Bird),[Jason Kidd](http://en.wikipedia.org/wiki/Jason_Kidd) and [Steve Nash](http://en.wikipedia.org/wiki/Steve_Nash).
* Bounce pass – A fundamental passing technique that consists of one player passing the ball to a teammate by bouncing the ball off the floor with great energy. Because the ball will be at ground level as it passes a defender, a successful bounce pass can easily result in a scoring assist because a bounce pass is harder for defenders to intercept. Still, a bounce pass may be intercepted due to its slower speed. Thus, a player must use his best judgment when he decides whether to make such a pass. The move has to be executed perfectly because a bounce pass may be kicked by rapidly shifting players and might be a difficult catch for the intended receiver.
* Chest pass – This pass is performed best by stepping towards your target with one foot, then throwing the ball out towards their chest with two hands while turning the hands over, ending with the thumbs pointing down. It is best used in the open court and on the perimeter.
* Dime – See drop a dime.
* Dish – An assist.
* Drop a dime – To make an assist
* Elbow pass – Introduced with much hype by [Jason Williams](http://en.wikipedia.org/wiki/Jason_Williams_(basketball,_born_1975)), the Elbow Pass is one of the most difficult trick passes to execute. The Elbow Pass serves as a devastating complement to the Behind-the-Back pass and can be used with various no-look elements. Most effective on a fast-break, the Elbow Pass entails what appears to the defender to be a simple Behind-the-Back pass, but as the ball crosses the passer's back, the passer hits it with his elbow, redirecting the ball back toward the side it started on and hopefully leaving the defender(s) amazed and out of position. Williams was able to pull off this pass at a full sprint during a Rookie All-Star game, but most players have trouble hitting the ball with their elbow while standing still.
* Jump pass – A pass performed while the passing player's feet are off the floor. When done intentionally, usually when a teammate gets open during the shot, it can sometimes confuse the defender, causing him to believe that the passer is shooting instead of passing. However, it at times is done as a result of the player having their shooting lane blocked and often leads to the player turning the ball over to the opposing team. This kind of pass is strongly discouraged in all levels of basketball, as it leaves the offensive player very vulnerable to turnovers.
* Outlet pass – A pass thrown by a rebounder to start a fast break.
* Overhead pass – another fundamental passing technique, used by snapping the ball over the head, like a soccer throw-in. This pass is especially effective in helping to initiate a fast break. After a defensive rebound, a well-thrown overhead, or outlet, pass can allow a breaking offensive player to quickly score without even dribbling by catching the ball near the basket.

Shots

* [Bank shot](http://en.wikipedia.org/wiki/Basketball_moves#Bank_shot) – A shot that hits the backboard before hitting the rim or going through the net.
* Board – A shot resulting in a rebound.
* Brick – A bad shot that bounces off the backboard or rim without a chance of going in.
* [Buzzer beater](http://en.wikipedia.org/wiki/Buzzer_beater) – A basket in the final seconds of a game (right before the buzzer sounds) that in itself results in a win or overtime.
* Dunk – (v) To score by putting the ball directly through the basket with one or both hands. (n) A shot made by dunking.
* [Fadeaway](http://en.wikipedia.org/wiki/Fadeaway) – A jump shot taken while jumping backwards, away from the basket.
* [Free throw](http://en.wikipedia.org/wiki/Free_throw) – An unopposed attempt to score a basket, worth one point, from the free throw line. Generally, two attempts are awarded when the player is fouled in the act of shooting (three attempts are awarded in the case of three point shot), fouled flagrantly, or when the opposing team fouls while over the foul limit. One attempt is awarded for technical fouls.
* [Hook shot](http://en.wikipedia.org/wiki/Hook_shot) – A shot in which the offensive player arcs the ball over his head using the farthest hand from the basket, while moving perpendicular to the basket.
* In-n-out – A shot that appears to be going in, but instead goes back out.
* [Jump shot](http://en.wikipedia.org/wiki/Jump_shot_(basketball)) – A shot taken while jumping
* Lay-in – A close-range shot using one hand to tip the ball over the rim
* [Layup](http://en.wikipedia.org/wiki/Layup) – A close-range shot using one hand to bank the ball off the backboard
* Points in the paint – Field goals made in the painted area below the free-throw line
* Prayer – A shot that has very little probability of being made.
* Set shot – A shot taken without leaving the floor.
* [Slam dunk](http://en.wikipedia.org/wiki/Slam_dunk) – A shot performed with the player jumping in air and forces the ball into the rim with one or both hands.
* [Swish](http://en.wikipedia.org/w/index.php?title=Swish_(basketball)&action=edit&redlink=1) – (n) A shot which goes through the net without hitting the backboard or rim. (v) To make a swish.
* Three-ball – A three-point field goal
* [Three-point field goal](http://en.wikipedia.org/wiki/Three-point_field_goal) – A shot, worth three points, attempted with both feet behind the three-point line.
* Three-pointer – A three-point field goal
* Toilet bowl – When the ball hits the rim on a certain angle and then circles around it, can go in or out.
* Trey – A three-point field goal